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L6	l1 and l2	9	L6
L5	time near3 (shift$ or period) same container same measur$	1770	L5
L4	time near3 (shift$ or period)	861546	L4
L3	frame near3 pulse and multiframe	186	L3
L2	data near2 stream$3 same container	224	L2
L1	stream same data same concatenat$ same (virtual$2 or continuous$2)	121	L1

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1 Representing control in the presence of first-class continuations   100%
R. Hieb , R. Kent Dybvig , Carl Bruggeman
ACM SIGPLAN Notices , Proceedings of the ACM SIGPLAN 1990 conference on Programming language design and implementation June 1990
Volume 25 Issue 6
Languages such as Scheme and Smalltalk that provide continuations as first-class data objects present a challenge to efficient implementation. Allocating activation records in a heap has proven unsatisfactory because of increased frame linkage costs, increased garbage collection overhead, and decreased locality of reference. However, simply allocating activation records on a stack and copying them when a continuation is created results in unbounded copying overhead. This paper describes a n ...

2 Protocol architectures: MMTP: multimedia multiplexing transport protocol   100%
Luiz Magalhaes , Robin Kravets
ACM SIGCOMM Computer Communication Review April 2001
Volume 31 Issue 2 supplement
Multimedia data has special requirements that are hard to be met on mobile hosts due to potentially low bandwidth and disruptions due to host mobility. Such limited communication capabilities of mobile hosts can be offset by the simultaneous use of multiple link layer technologies. MMTP is a member of a suite of protocols that share the novel characteristic of aggregating bandwidth from multiple link-layer channels. The use of multiple channels to transport user data provides five key benefits: ...

3   Graceful preemption for multi-link link layer protocols   100%

M. Wm. Beckner , T. J. J. Starr

Proceedings of the eigth Data Communications Symposium October 1983

This paper discusses a powerful priority mechanism that can be used on a physical communication medium supporting multiple, independent, logical data links. This scheme allows a high priority message to immediately interrupt a lower priority message which is in the process of being transmitted, and yet will not require the retransmission of the first part of the lower priority message; hence, the term graceful preemption. Graceful preemption may be extended to furnish multi ...

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N. Gharachorloo , S. Gupta , R. F. Sproull , I. E. Sutherland

ACM SIGGRAPH Computer Graphics , Proceedings of the 16th annual conference on Computer graphics and interactive techniques July 1989

Volume 23 Issue 3

5   Session 2: Contents provider-assisted dynamic voltage scaling for low energy multimedia   100%
applications

Eui-Young Chung , Giovanni De Micheli , Luca Benini

Proceedings of the 2002 international symposium on Low power electronics and design August 2002

This paper presents a new concept of DVS (*Dynamic Voltage Scaling*) for multimedia applications. Many multimedia applications have a periodic property, but each period shows a large variation in terms of its execution time. Exact estimation of such variation is a crucial factor for low energy software execution with DVS technique. Previous DVS techniques focused only on end users (client sites) and their quality heavily depends on the accurateness of the worst case execution time estimatio ...

6   Error spreading: a perception-driven approach to handling error in continuous media streaming   100%

Srivatsan Varadarajan , Hung Q. Ngo , Jaideep Srivastava

IEEE/ACM Transactions on Networking (TON) February 2002

Volume 10 Issue 1

With the growing popularity of the Internet, there is increasing interest in using it for audio and video transmission. Perceptual studies of audio and video viewing have shown that viewers find bursty losses, mostly caused by congestion, to be the most annoying disturbance, and hence these are critical issues to be addressed for continuous media streaming applications. Classical error handling techniques have mostly been geared toward ensuring that the transmission is correct, with no attention ...

7   Network Protocols   100%

Andrew S. Tanenbaum

ACM Computing Surveys (CSUR) December 1981

Volume 13 Issue 4

8   Synchronization in multimedia data retrieval   100%

Anna Haj Ha? , Cindy X. Xue

International Journal of Network Management January 1997
Volume 7 Issue 1
Synchronization of multiple medium streams in real time has been recognized as one of the most important requirements for multimedia applications based on broadband high-speed networks. This article presents a complete synchronization scheme for distributed multimedia information systems. © 1997 John Wiley & Sons, Ltd.

9 Supporting video in heterogeneous mobile environments   100%
Nicholas Yeadon , Nigel Davies , Adrian Friday , Gordan Blair
Proceedings of the 1998 ACM symposium on Applied Computing February 1998

10 Proactive buffer management for the streamed delivery of stored video   100%
Wu-chi Feng , Brijesh Krishnaswami , Arivind Prabhudev
Proceedings of the sixth ACM international conference on Multimedia September 1998

11 Design and synthesis of array structured telecommunication processing applications   100%
Wolfgang Meyer , Andrew Seawright , Fumiya Tada
Proceedings of the 34th annual conference on Design automation conference June 1997

12 On the characterization of VBR MPEG streams   100%
Marwan Krunz , Satish K. Tripathi
ACM SIGMETRICS Performance Evaluation Review , Proceedings of the 1997 ACM SIGMETRICS international conference on Measurement and modeling of computer systems June 1997
Volume 25 Issue 1
We present a comprehensive model for variable-bit-rate MPEG video streams. This model captures the bit-rate variations at multiple time scales. Long-term variations are captured by incorporating scene changes, which are most noticeable in the fluctuations of I frames. The size of an I frame is modeled by the sum of two random components: a scene-related component and an AR(2) component that accounts for the fluctuations within a scene. Two random processes of $i.i.d.$ rvs are ...

13 VC-1: a scalable graphics computer with virtual local frame buffers   100%
Satoshi Nishimura , Tosiyasu L. Kunii
Proceedings of the 23rd annual conference on Computer graphics and interactive techniques August 1996

14 Support for fully interactive playout in disk-array-based video server   100%
M.-S. Chen , D. Kandlur , P. Yu
Proceedings of the second ACM international conference on Multimedia October 1994
In a video-on-demand (VOD) system, it is desirable to provide the user with interactive browsing functions such as “fast forward” and “fast backward.” However, these functions usually require a significant amount of additional resources from the VOD system in terms of storage space, retrieval throughput, network bandwidth, etc. Moreover, prevalent video compression techniques such as MPEG impose additional constraints on the process since they introduce inter-frame d ...

15 A continuous media application supporting dynamic QOS control on real-time Mach   100%

Tatsuo Nakajima , Hiroshi Tezuka

Proceedings of the second ACM international conference on Multimedia October 1994

A QOS control is one of the most important factors in continuous media applications. The QOS levels of the applications should be maintained even if several continuous media applications are running concurrently. Also, the QOS levels should be changed according to a number of applications and their respective importances when a system is overloaded. This paper presents our experience with a video-on-demand system that supports a dynamic QOS control scheme o ...

16 Comparison of rate-based service disciplines   100%

Hui Zhang , Srinivasan Keshav

ACM SIGCOMM Computer Communication Review , Proceedings of the conference on Communications architecture & protocols August 1991

Volume 21 Issue 4

17 System synthesis of synchronous multimedia applications   100%

Gang Qu , Miodrag Potkonjak

ACM Transactions on Embedded Computing Systems (TECS) February 2003

Volume 2 Issue 1

Modern system design is being increasingly driven by applications such as multimedia and wireless sensing and communications, which have intrinsic quality of service (QoS) requirements, such as throughput, error-rate, and resolution. One of the most crucial QoS guarantees that the system has to provide is the timing constraint among the interacting media (synchronization) and within each media (latency). We have developed the first framework for system design with timing QoS guarantees. In parti ...

18 Workload models of VBR video traffic and their use in resource allocation policies   100%

Pietro Manzoni , Paolo Cremonesi , Giuseppe Serazzi

IEEE/ACM Transactions on Networking (TON) June 1999

Volume 7 Issue 3

19 User-space protocols deliver high performance to applications on a low-cost Gb/s LAN   100%

Aled Edwards , Greg Watson , John Lumley , David Banks , Costas Calamvokis , C. Dalton

ACM SIGCOMM Computer Communication Review , Proceedings of the conference on Communications architectures, protocols and applications October 1994

Volume 24 Issue 4

Two important questions in high-speed networking are firstly, how to provide Gbit/s networking at low cost and secondly, how to provide a flexible low-level network interface so that applications can control their data from the instant it arrives.We describe some work that addresses both of these questions. The Jetstream Gbit/s LAN is an experimental, low-cost network interface that provides the services required by delay-sensitive traffic as well as meeting the performance needs ...

20 Adventures in building the Stony Brook video server   100%

Michael Vernick , Chitra Venkatramani , Tzi-cker Chiueh

Proceedings of the fourth ACM international conference on Multimedia February 1997